EA SPORTS™

F1 CHAMPIONSHIP SEASON 2000

EVERYONE

E

CONTENT RATED BY ESRB

Formula 1

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

STARTING THE GAME 2

COMMAND REFERENCE 3

DRIVING CONTROLS 4

INTRODUCTION 5

STARTING A SINGLE RACE 6

SETTING UP THE GAME 7

- GAME MENU 7
- OPTIONS 7

PLAYING THE GAME 9

- GAME SCREEN 9
- SCREEN DISPLAYS 9
- PAUSE MENU 10
- IN-GAME OPTIONS 11
- AFTER THE RACE 12
- GAME MODES SCREEN 12

SINGLE GRAND PRIX 12

- GRAND PRIX WEEKEND EVENTS 14
- PITSTOPS AND CAR SETUP 16

OTHER GAME MODES 19

- CHAMPIONSHIP 19
- CUSTOM CHAMPIONSHIP 20

MULTIPLAYER 20

SAVING AND LOADING 21

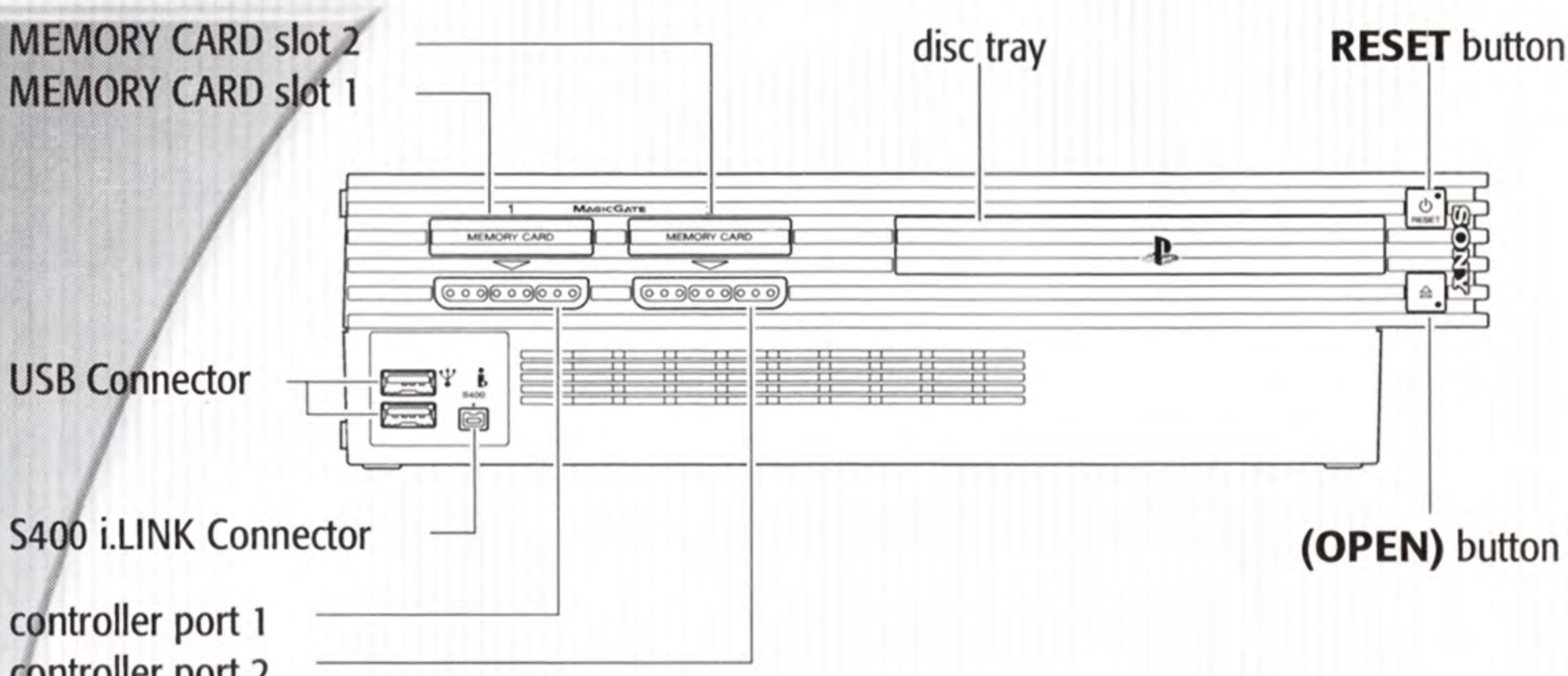
CREDITS 22

WARRANTY 23

For more info about this and other titles, visit EA SPORTS™ on the web at **www.easports.com**.

STARTING THE GAME

PLAYSTATION®2 CONSOLE

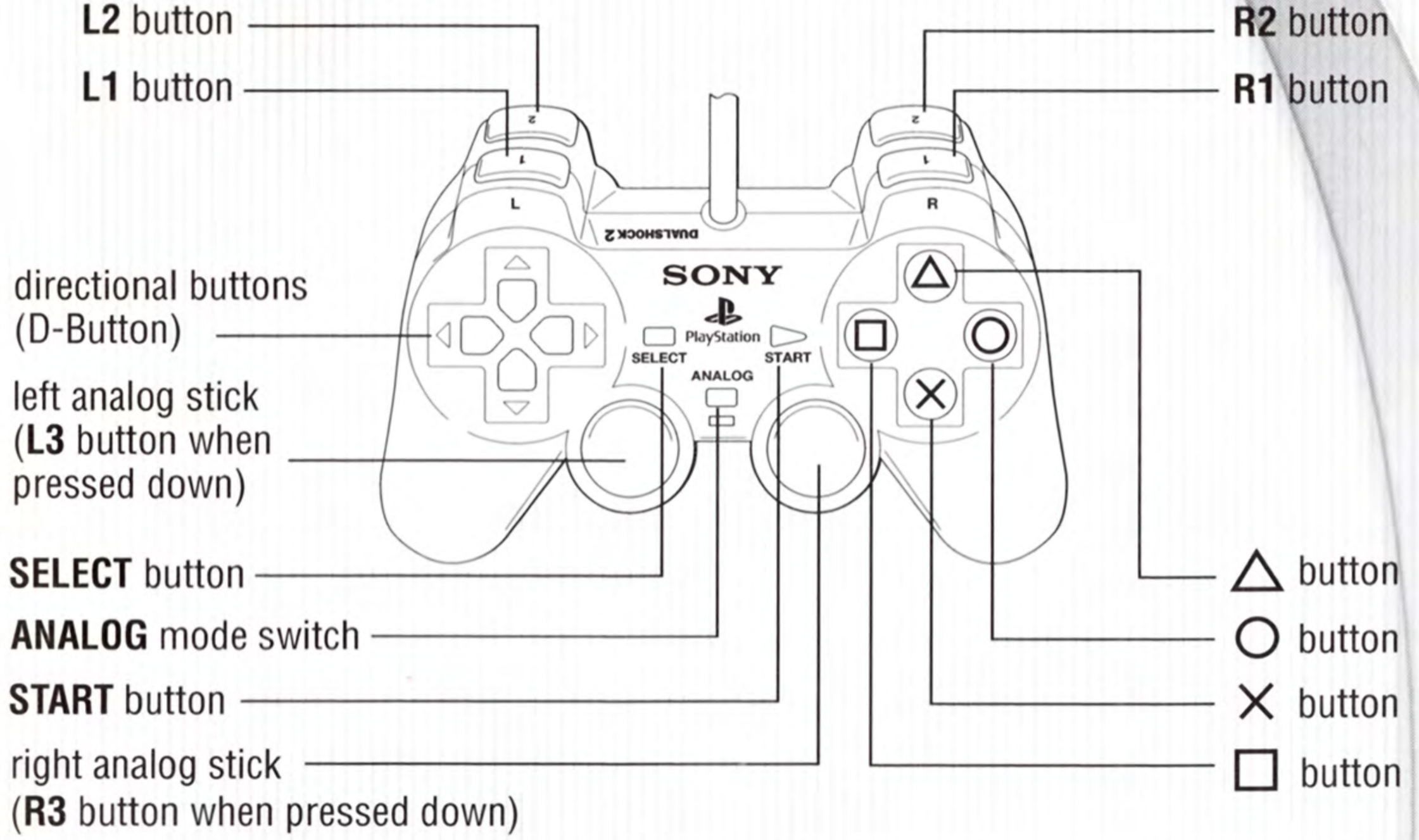


1. Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *F1 CHAMPIONSHIP Season 2000* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the MultiTap (PlayStation 2), at least one controller must be connected to Controller port 1-A.

COMMAND REFERENCE

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-Button
Cycle choices/Move sliders	D-Button ↕ or ↔
Select/Go to next screen	✖
Return to previous screen	▲
Help	■

DRIVING CONTROLS

Get on the track and go with these driving controls.

GAME CONTROLS	
Steer	D-Button/left analog stick ↔
Accelerate	✖/right analog stick ⇧
Brake	■/right analog stick ⇩
Reverse	●
Instant Replay	▲
Rear View	**L1**
Toggle **camera angles**	**R1**
Shift down (SEMI-AUTO transmission only)	**L2**
Shift up (SEMI-AUTO transmission only)	**R2**
Pause Game	**START**
Toggle between game/on-board/TV **cameras**	**SELECT**

✧ The controls featured here are the default controls only. For information on how to change your controller configuration, ➤ *Controllers* on p. 7.

INTRODUCTION

F1 CHAMPIONSHIP Season 2000 is the most advanced and fully featured simulation of the 2000 FIA Formula One World Championship available for the PlayStation 2. With all the details you'd expect in a PlayStation 2 game from distinct driver helmets to the seats in the grandstand, *F1 CHAMPIONSHIP Season 2000* comes at you full-throttle. Race as and against all the drivers on all tracks as you speed and strategize your way to the podium of the Driver's Championship. You're in the driver's seat now.

GAME FEATURES:

- **Racing Rain or Shine**–Race in the rain and sleet with full wet weather racing and environmental effects.
- **Faster, smoother racing action**–With improved and customizable AI Aggression, feel every turn and every crash as you race against CPU drivers whose personalities and actions reflect that of real life drivers.
- **Race real-life Season 2000 grids**–Take on all the tracks from the 2000 Formula racing circuit including the US Grand Prix at Indianapolis.
- **Unrivalled Season 2000 authenticity**–Featuring the revised first chicane at Monza and the very latest car shapes reflecting detailed vehicle setup, take part in the racing season like never before.
- **The sounds of F1**–Hear every piston pump with new enhanced sound effects and high octane music from Fear Factory, Headrillaz, and Sie.
- **Paint the streets**–Enhanced throttle assistance enables burn-outs and spin turns.
- **Master the track**–Expanded pre/post race summaries guide you throughout each race with detailed player statistics and tracking.
- **Sunday Drivers stay off the road**–Enhanced multiplayer options take you deep within F1.

STARTING A SINGLE RACE

No qualifying, no practice, no warm up. Take on racing's elite drivers in a single race.

NOTE: Default options are listed in **bold** in this manual.

RACE NOW

1. At the Autosave screen, select ENABLE AUTOSAVE or DISABLE AUTOSAVE (➤ *Saving and Loading* on p. 21). If you select DISABLE AUTOSAVE, confirm your choice at the prompt.

✧ If you don't have a MEMORY CARD (8MB) (for PlayStation 2) inserted in MEMORY CARD slot 1, a prompt asks you to insert a MEMORY CARD (PS2) if you want to save your progress and settings.

✧ Previously saved data is auto-loaded from boot-up.

2. At the Game menu, press ✖ to select RACE NOW.
3. At the Driver Select screen, press the D-Button ↕ to scroll through the available drivers and press ✖ to select.
4. At the Circuit Select screen, press the D-Button ↔ to scroll through the available circuits and press ✖ to select. The game loads and the race begins.

✧ More circuits become available the more you play. Each circuit records your best position and the number of Championship points you earn. It also counts every race you start. Every circuit that is unavailable when you start a game has a 'total required' point value. When your 'total' value of race starts and World Championship points equals or exceeds that value, the circuit is unlocked.

SETTING UP THE GAME

From choosing your driver to adjusting camera angles, *F1 CHAMPIONSHIP Season 2000* lets you play the game how you want to play it.

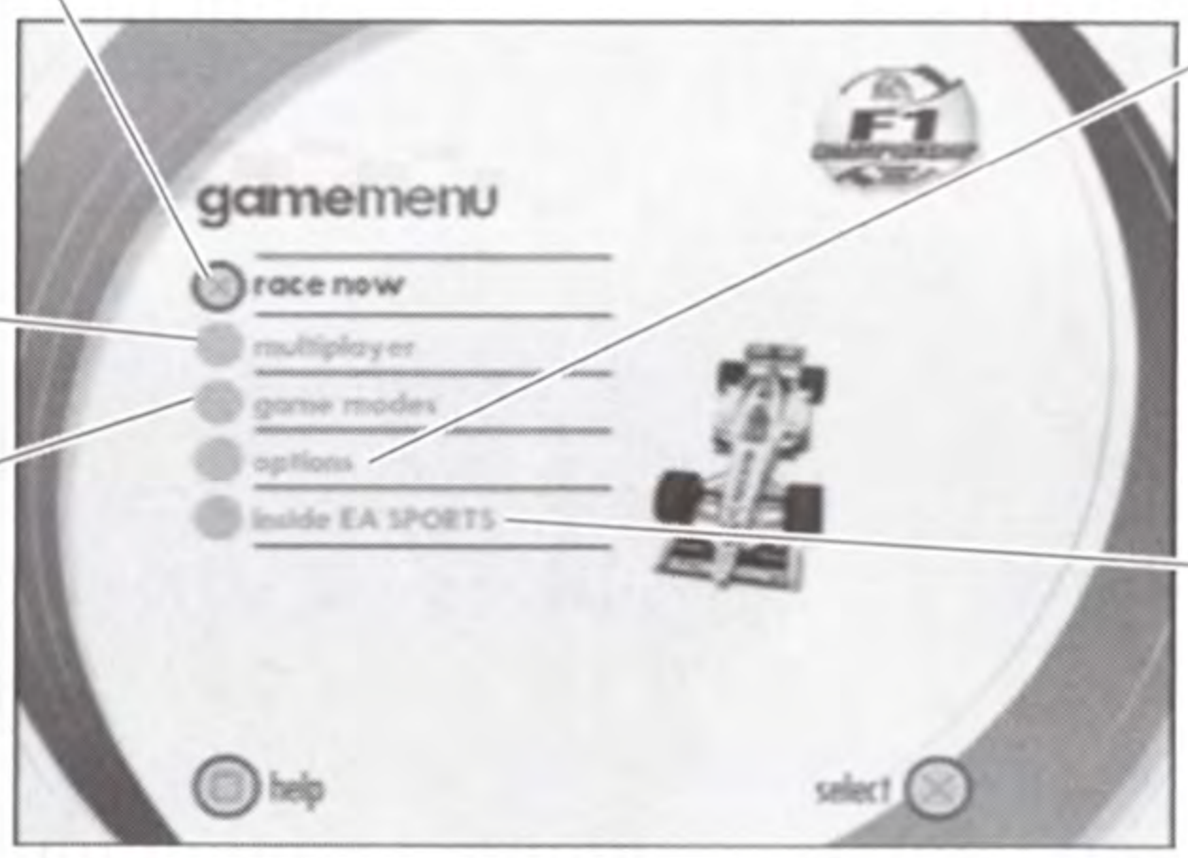
GAME MENU

From the Game menu, you can begin a single race, set up a Multiplayer game, access the Game Modes screen or adjust various Controller, Audio/Visual, and Language options.

Select this option to set up a single race event (➤ Race Now on p. 6)

Set up a Multiplayer game in Split Screen mode or Time Challenge mode (➤ Multiplayer on p. 20)

Access the Game Modes screen to set up a Single Grand Prix, Custom Championship or Full Championship game (➤ Game Modes Screen on p. 12)



Access the Options screen (➤ Options Screen below) to adjust various Controller, and Audio/Visual settings

Select this option to view details of other forthcoming titles from EA SPORTS™ or the credits for F1 CHAMPIONSHIP Season 2000

OPTIONS

Select OPTIONS from the Game menu screen to adjust various game settings.

CONTROLLERS

Select CONTROLLERS from the Options screen to change your controller configuration to one of three preset configurations.

- ➥ If two or more controllers are connected, select the Player whose controller you wish to configure.
- ➥ Press the D-Button ↔ to cycle through available configurations. Press ✖ to select a configuration and access the Vibration Setting pop-up. At the pop-up, press the D-Button ↕ to highlight **VIBRATION ON** or VIBRATION OFF, and press ✖ to select.

AUDIO / VISUAL

Adjust the audio and visual settings to suit your preferences.

SOUND

Set the game's Sound to **MONO** or STEREO, optimize Speaker Setup for **TV** or HI-FI, and set volume levels for Music, Effects, and Commentary.

SCREEN ALIGNMENT

Position the screen on your television. Press the D-Button to move the screen and press ✖ to return to the Audio/Visual screen (or press ▲ to return without saving changes to Screen Alignment).

DISPLAY ADJUST

Display a visual guide for fine tuning the brightness, contrast, and color settings on your television. Follow the instructions on-screen and press ✖ to return to the Audio/Visual screen.

DISPLAY OPTIONS

SCREEN DISPLAYS

Press the D-Button ↔ to set on-screen displays to NONE/**MINIMUM**/FULL (➤ *Screen Displays* on p. 9).

TV PANELS

Toggle **ON** to display up to the minute race information such as your current position and split times.

SCREEN FORMAT

Press the D-Button ↔ to toggle the aspect ratio for your television. Set to WIDE for an improved image on widescreen televisions.

CIRCUIT MAP

Toggle **ON** to display a small map of the circuit on-screen, showing your progress around the track.

SPEED

Press the D-Button ↔ to toggle between displaying speeds in **MPH** and KPH in the game.

PLAYING THE GAME

From understanding the game screen to navigating your way through the post-race screens, this section keeps you in the game and in the running.

GAME SCREEN

Position Indicator

Lap counter

TV Panel – this shows race info such as your current position and split times

Rev Count

Gear Indicator with rev count indicator (change gear when the fourth counter lights up – if Transmission is set to SEMI-AUTO)

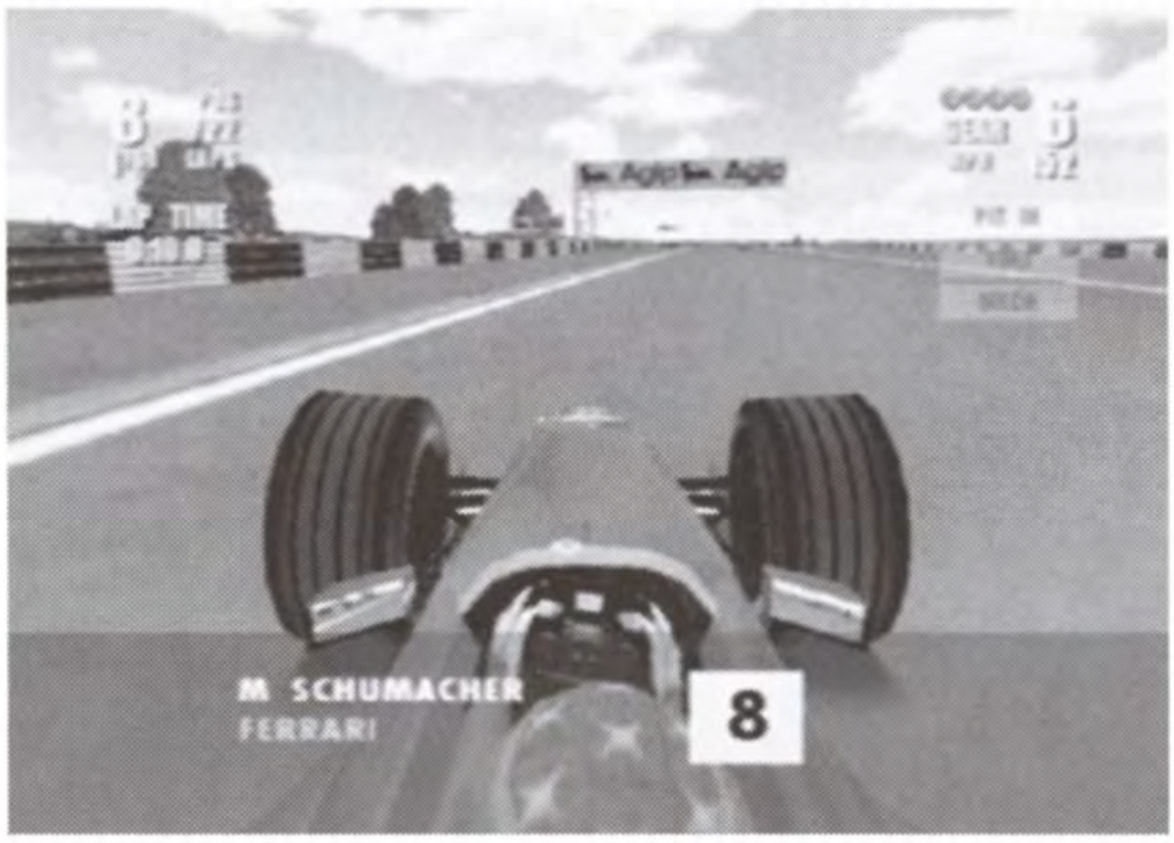
Speedometer

SCREEN DISPLAYS

There are three settings for Screen Displays: OFF, **MINIMUM** and FULL. You can select the level of detail from the Options screen (➤ p. 7) or from the In-Game Options menu (➤ p. 11).

OFF: No details are displayed on-screen

MINIMUM: The Lap Counter, Speedometer, Gear Indicator and your position are all displayed on screen.



FULL: The Lap Counter, Lap Time, Speedometer, Gear Indicator and Current Position are all displayed, along with Warning lights for PIT IN (lights up when you're scheduled to pit), FUEL (lights up if you're low on fuel) and MECH (lights up in the event of mechanical problems).

➪ **INSTANT REPLAYS.** Press ▲ at any time during a race to view an instant replay of the last few seconds of action. Press ✖ to return to the race.

PAUSE MENU

Press **START** at any time during play to pause the game.

CONTINUE Press ✖ to return to the current race or stage.

RETIRE FROM SESSION — End the current session. For Race Weekend or Championship events, this option takes you to the next session. For Race Now events, this option takes you to the Classification screen.

IN-GAME OPTIONS	Access the In-game Options menu to adjust settings for Assists, Sound, and Display.
QUIT EVENT	Quit the current Race or Grand Prix Weekend.

IN-GAME OPTIONS

ASSISTS

ASSISTS	Toggle **ON**, for computer-assisted steering and braking.
GEARS	Choose **AUTO** or SEMI-AUTO Transmission. When set to SEMI-AUTO, you are required to change gears manually (➤ *Driving Controls* on p. 4).
CORNER ARROWS	Turn **ON** to see arrows warning you of approaching corners.

NOTE: The default setting for Corner Arrows is **OFF** in Single Grand Prix, Custom Championship and Full Championship game modes.

SOUND

Use the sliders to adjust volume levels for Commentary and Effects (e.g. engine noise).

➥ Press the D-Button ↕ to move between the Sound options and press the D-Button ↔ to adjust the selected option.

DISPLAY

TV PANELS	Toggle **ON** to display up to the minute race information such as your current position and split times.
SCREEN DISPLAYS	Cycle between OFF, **MINIMUM**, and FULL. ➤ *Screen Displays* on p. 9.
CIRCUIT MAP	Toggle **ON** to display a small map of the circuit on-screen, showing your progress around the track.
SCREEN FORMAT	Toggle between **NORMAL** and WIDE. Select WIDE if you are playing *F1 CHAMPIONSHIP Season 2000* on a widescreen TV.
SPEED	Toggle the Speedometer display between **MPH** and KPH.

AFTER THE RACE

After each Race or Session, the Classification screen appears. This displays full final standings for the Race or Session.

➥ When you've finished viewing the Classifications, press ✖ to continue.

➥ In Race Now mode, a pop-up appears asking if you wish to race again. Select YES to restart the race or **NO** to return to the Circuit Select screen.

GAME MODES SCREEN

Single Grand Prix – participate in a full race Weekend, including Practice and Qualifying sessions (➤ Single Grand Prix below).

Custom Championship – Create your own Custom Championship, in which you select the circuit for each round of the competition (➤ Custom Championship on p. 20).

Full Championship – Take part in a full Championship spanning an entire 17 race season (➤ Championship on p. 19)

SINGLE GRAND PRIX

In Single Grand Prix mode, you participate in a full race Weekend, including Practice Sessions, Qualifying, Warm Up and the Race itself. When you select SINGLE GRAND PRIX from the Game Modes screen, the Driver Select screen appears.

DRIVER SELECT

➥ Press the D-Button ↕ to scroll through the available drivers and press ✖ to select. The Event Options screen appears.

EVENT OPTIONS

Set various gameplay options for your Grand Prix:

OPPOSITION DIFFICULTY	Set the ability of the computer controlled cars to **EASY**, MEDIUM, or HARD.
ASSISTS	Turn **ON** for computer-assisted car control.
RACE LENGTH	Set the number of laps for the Race to 4, **8**, 16, HALF, or FULL (the actual number of laps raced in the FIA Championship).

WEATHER — Set the weather conditions for the weekend to **DRY**, RANDOM, or WET.

GEARS — Toggle between **AUTO** and SEMI-AUTO.

DAMAGE — Set car Damage to **OFF**, FORGIVING, or ON. When ON, your car sustains damage from collisions with barriers or other drivers. When set to FORGIVING, damage is sustained but to a lesser extent.

✧ If your car sustains too much damage, you may be forced to retire from the stage.

SETUP LEVEL — Set the level of detail that you want for Car Setup to **BASIC**, MEDIUM, or ADVANCED (➤ *Car Setup* on p. 17).

FUEL USE — Toggle ON and fuel depletes during the course of a session, degrading the handling of the car. Default is **OFF**.

✧ The amount of fuel you take on during Pitstops depends on the stage and on your Fuel Strategy. For more information, (➤ *Pitstops* on p. 16 and *Fuel Strategy* on p. 15).

TIRE WEAR — When ON, your tires wear out at the normal (lap) rate of real F1 cars. Default is **OFF**.

EA TIP: Take into account tire wear when planning your strategy as you may lose valuable time by having to stop for fresh tires in longer races.

CORNER ARROWS — Turn Corner Arrows **ON**/OFF. When ON, you will see arrows warning you of approaching corners.

FAILURES — When ON, cars may be affected by mechanical failures over the weekend. Some failures can be repaired by your pit crew, if you can make it back to the pits. Otherwise, a mechanical failure may force you to retire from the stage. Default is **OFF**.

PENALTIES — Toggle Penalties ON/**OFF**. When ON, cutting corners during a Qualifying lap can result in the lap time being disallowed.

✧ You can be black flagged and, as a result, be automatically retired from the race for serious incidents.

➥ When you've finished setting the Options for your Single Grand Prix, press ✖ to proceed to the Circuit Select screen.

CIRCUIT SELECT SCREEN

At the Circuit Select screen, press the D-Button ↕ to scroll through the available circuits and press ✖ to select. The game loads and the first stage of the Grand Prix begins.

GRAND PRIX WEEKEND EVENTS

A Grand Prix Weekend consists of the following sessions: Practice, Qualifying, Warm Up and Race.

✧ During the Practice, Qualifying and Warm Up stages, the Pause menu (➤ p. 10) features an additional option: PIT IN. Select this option to automatically return to the Pits (without having to pull in manually).

CIRCUIT PREVIEW

The Circuit Preview gives you a chance to see the flow of the circuit. You can watch a car taking the driving line and view the braking points through the corners.

➥ To finish the Circuit Preview, press ✖. At the Next Session screen, press the D-Button ↕ to highlight which session you'd like to go to and press ✖.

✧ Opting to do a session out-of-turn means that you have opted to skip the sessions before it.

PRACTICE

During the Practice session, you have up to an hour in which to get accustomed to the selected circuit and to make adjustments to your Car Setup (➤ *Car Setup* on p. 17). Lap times are recorded throughout, allowing you to monitor your performance on the track.

To start a Practice session:

1. You begin your Practice session in the Pits. Press ✖ to access the Pit menu (➤ *Pit Menu* on p. 16) and select START FLYING LAP or LEAVE PITS to begin.
2. To finish the Practice Session before the end of the full hour, press **START** to pause the game and select RETIRE FROM SESSION from the Pause menu. The Time Sheet screen appears.

✧ When you're finished reviewing the Time Sheet screen, press ✖. The Next Session pop-up appears.

✧ Press the D-Button ↕ to highlight the session you wish to skip to and then press ✖.

QUALIFYING

In the Qualifying session, you have a fixed time limit (and up to twelve laps) in which to try and post the fastest lap time possible. Your best lap time determines your starting grid position for the race.

To begin a Qualifying session:

1. You begin the Qualifying session in the Pits. Press the ✖ button to access the Pit Menu (➤ *Pit Menu* on p. 16) and select START FLYING LAP or LEAVE PITS to begin.
2. If you have set Tire Wear to ON and have set the number of laps for the race to 16, HALF or FULL (➤ *Event Options* on p. 12), the Choose Compound pop-up appears at the beginning of the Qualifying session. Select a **SOFT** or HARD Tire Type and press ✖ to proceed.

✧ Your choice of tire determines your tire compound for the remainder of the weekend (in accordance with the rules of the sport). Use the Practice session to evaluate your Tire choice for the weekend.

✧ If you have set Tire Wear to OFF, or you skip the qualifying session, then your tire compound is chosen for you automatically.

EA TIP: A SOFT tire generally provides better grip but the tire wears out faster.

✧ While in the pits, an additional option is featured: Classifications. The Classification screen shows the current fastest lap times for all competing drivers, and their provisional positions on the grid.

✧ Starting grids for the final race are not finalized until the end of the full hour (i.e. if you quit the session before then, someone may still beat your time).

WARM UP

After the Qualifying session, you have up to an hour on the circuit to fine tune your performance and make any last minute adjustments to Car Setup (➤ *Car Setup* on p. 17).

➥ You begin your Warm Up session in the Pits. Press ✖ to access the Pit Menu (➤ *Pit Menu* on p. 16) and select START FLYING LAP or LEAVE PITS to begin.

RACE

With the Practice, Qualifying and Warm Up sessions behind you, it's time to prove your worth in the main event!

FUEL STRATEGY

If you have set the number of laps for the race to 16, HALF or FULL and have Fuel Use set to ON (➤ *Event Options* on p. 12), you must pit at least once during the race. For 16-lap, HALF, or FULL races, the Fuel Strategy pop-up appears automatically at the start of the race.

➥ Press the D-Button ↔ to scheduled your first pit stop.

➥ Press the D-Button ⇩ to select the 2nd pit stop. If you currently only have one stop scheduled but you wish to add another to the schedule, press the D-Button ⇩ to highlight END, then press the D-Button ⇐.

✧ You can only schedule up to 2 pit stops per race.

➥ When you're happy with your Fuel Strategy for the race, press ✖ to proceed.

CHANGING FUEL STRATEGY DURING A RACE

If you pull into the pits on a lap for which you don't have a pit stop scheduled, press ✖ while in the pit lane to access the Fuel Strategy pop-up. You can then make any adjustments as necessary before returning to the race.

PITSTOPS AND CAR SETUP

Read this section to learn about the details of navigating pit lane and the basics of car setup.

PITSTOPS

Pull into the Pit lane at any stage of a Single Grand Prix or Championship race. As soon as you enter the Pit lane, the Limiter is automatically applied and the computer takes control of the car.

✧ If Penalties are set to ON (➤ *Event Options* on p. 12), your speed crossing the line is used to determine whether or not a penalty is incurred for speeding in the pit lane.

PITTING DURING PRACTICE, QUALIFYING AND WARM UP SESSIONS

During the Practice, Qualifying and Warm up sessions, you can enter the Pits (or select PIT IN from the Pause menu) to take on fuel (if Fuel Use is set to ON, ➤ *Event Options* on p. 12) and to make adjustments to your Car Setup.

✧ If you pit during the Practice or Qualifying sessions, you automatically receive about 5 laps worth of fuel. In Warm Up, you receive enough fuel for approximately 20 laps.

➥ As soon as the Car is stationary in the Garage, press ✖ to access the Pits menu.

PIT MENU

CAR SETUP	Make adjustments to your Car Setup (➤ *Car Setup* on p. 17).
START FLYING LAP	Leave the Pit lane and begin your next lap with a rolling start.
LEAVE PITS	Leave the Pit lane and return to the track.
CONTINUE GAME	Return to the session.

PITTING DURING RACE SESSIONS

During the race itself, pulling into the Pit lane allows you to amend your Fuel Strategy (➤ *Fuel Strategy* on p. 15), change tires, re-fuel and repair any damage to your car. Tire changes, re-fuelling and damage repair are undertaken automatically–you just need to be ready when control of the car is returned to you on leaving Pit lane.

✧ The amount of fuel you take on when you pit during the race is determined by your Fuel Strategy (➤ *Fuel Strategy* on p. 15).

✧ If you decide to alter your Fuel Strategy, you must do so before the car becomes stationary and your pit stop begins, so that your pit crew know how much fuel to put in your car.

⇨ To access the Fuel Strategy pop-up, press ✖ when prompted.

CAR SETUP

Select CAR SETUP from the Pits Menu during a Practice, Qualifying or Warm Up session to make adjustments to your Car Setup. Experiment with the various options to find the best Setup for each circuit.

⇨ Any changes made during the Practice, Qualifying or Warm Up sessions automatically carry through to the next stage. Note that, during the race itself, Car Setup is unavailable.

⇨ There are three different levels of Car Setup: **BASIC**, MEDIUM and ADVANCED. You can select which level you want at the Event Options screen (➤ p. 12).

BASIC

This is the most basic setup, featuring the following options:

TIRES — Select a tire type: **SOFT GROOVED**, HARD GROOVED or WETS. A soft tire generally has better grip than a hard tire, but wears out quicker. If it's rainy, select WETS.

DOWNFORCE — Set Downforce to LOW, **MEDIUM** or HIGH. A high Downforce setting gives you improved grip, while a low setting gives you improved acceleration and a higher top speed. The effects of Downforce are most obvious at higher speeds.

GEARBOX — Set your Gearbox to SHORT, **MEDIUM** or LONG. A short setting gives you improved acceleration, while a long setting improves the car's top speed.

SUSPENSION

Set your Suspension to SOFT, **MEDIUM** or HARD. A SOFT setting offers generally improved grip, while a HARD setting makes the vehicle more responsive.

MEDIUM

The Medium Car Setup options are the same as the Basic options, with the following exceptions:

FRONT DOWNFORCE

Set Front Downforce to LOW, **MEDIUM** or HIGH. A higher setting helps to correct any understeer through high speed corners, while a lower setting helps to correct any oversteer through faster corners.

REAR DOWNFORCE

Set Rear Downforce to LOW, **MEDIUM** or HIGH. A higher setting helps to correct any oversteer through high speed corners, while a lower setting helps to correct any understeer through faster corners.

GEARBOX

Set your Gearbox to SHORT, SHORT-MEDIUM, **MEDIUM**, MEDIUM-LONG or LONG. A shorter setting gives you improved acceleration, while a longer setting improves the car's top straight line speed.

BRAKES

Set your brakes to SOFT, **MEDIUM** or HARD. A HARD setting makes your brakes more responsive, while a SOFT setting gives you increased control while braking.

RIDE HEIGHT

Set your Ride Height to LOW, **MEDIUM** or HIGH. A HIGH setting reduces the vehicle's drag, while a LOW setting improves grip.

ADVANCED

In addition to the options in Basic and Medium, Advanced features the following:

FRONT DOWNFORCE

Set Front Downforce to LOW, LOW-MEDIUM, **MEDIUM**, MEDIUM-HIGH or HIGH. A higher setting helps to correct any understeer through corners, while a lower setting helps to correct any oversteer through faster corners.

REAR DOWNFORCE

Set Rear Downforce to LOW, LOW-MEDIUM, **MEDIUM**, MEDIUM-HIGH or HIGH. A higher setting helps to correct any oversteer through corners, while a lower setting helps to correct any understeer through faster corners.

FRONT SUSPENSION	Set to SOFT, **MEDIUM** or HARD. A soft setting generally offers better grip, while a hard setting makes the vehicle more responsive. Use this option to help make small balancing adjustments to the car.
REAR SUSPENSION	Set to SOFT, **MEDIUM** or HARD. A soft setting generally offers improved grip, while a hard setting makes the vehicle more responsive. This option can be used to help make small balancing adjustments to the car.
BRAKE BIAS	Set to REAR, REAR-MEDIUM, **MEDIUM**, MEDIUM-FRONT or FRONT. This option controls the braking distribution between the front and rear of the car. A setting to the REAR helps to compensate for understeer during braking, while a setting to the FRONT helps to compensate for oversteer under braking.
FRONT RIDE HEIGHT	Set to LOW, **MEDIUM** or HIGH. A lower setting increases overall drag, but gives improved grip for your front tires. This can be used to compensate for understeer and oversteer.
REAR RIDE HEIGHT	Set to LOW, **MEDIUM** or HIGH. A lower setting increases overall drag, but gives improved grip for your rear tires. This can be used to compensate for understeer and oversteer.

OTHER GAME MODES

Immerse yourself in a full Formula One Championship or design and compete in your own Custom Championship.

CHAMPIONSHIP

Select FULL CHAMPIONSHIP from the Game Modes screen to take part in a full season, spanning 17 Grand Prix weekends. Select a Driver and set your Options as you would in a Single Grand Prix (➤ p. 12) and press ✖ to proceed to the Championship screen.

CHAMPIONSHIP SCREEN

The Championship screen appears before each stage of the Championship. From here you can review the current Driver Standings and Constructor Standings.

↪ Select RACE to proceed to the next stage or select LEAVE CHAMPIONSHIP to leave the current season and return to the Game Modes screen.

✧ If Autosave is ENABLED (➤ *Saving and Loading* on p. 21), your progress is automatically saved, allowing you to resume your Championship at a later stage.

CUSTOM CHAMPIONSHIP

Select CUSTOM CHAMPIONSHIP from the Game Modes screen to create your own individual Championship Season. You set the number of stages and the running order of the Circuits.

To set up a Custom Championship:

1. Select a Driver and set your Options as you would in a Single Grand Prix (➤ p. 12) and press ✖ to proceed.

2. The Custom Championship screen appears. Select ADD ROUND 1. The Circuit Select screen appears.

3. Highlight the circuit you want for the first Round and press ✖. The Custom Championship screen re-appears. Select ADD ROUND 2 and repeat the process.

↪ To remove the last circuit from the schedule, select DELETE ROUND n (where n = the Round number).

4. When you're happy with the schedule for your Custom Championship, select CONTINUE to begin the first Round.

✧ You can choose to include as many or as few rounds in your Championship as you wish, but you can only include each Circuit once.

MULTIPLAYER

Select Multiplayer from the Main menu screen to set up a Multiplayer race in either Split Screen or Time Challenge Mode.

SPLIT SREEN

To set up a Split Screen game:

1. Select SPLIT SCREEN from the Multiplayer menu.

2. Select a number of players for your race: 2 PLAYER, 3 PLAYER or 4 PLAYER.

✧ In order to play Split Screen games with 3 or 4 players, you must have a Multitap (PS2) inserted in Controller port 1. The controllers must be connected sequentially to Controller port 1-A, 1-B, 1-C and 1-D.

3. The Driver Select screen appears. Allow each player to select a Driver in turn. When the specified number of Drivers has been selected, the Circuit Select screen appears.
4. After Player 1 has chosen a circuit for the race, the Laps screen appears.
5. Player 1 selects the number of laps for the race: 4 LAPS, 8 LAPS, 16 LAPS, HALF DISTANCE or FULL DISTANCE. Once the number of laps has been selected, the game loads and the race begins.

TIME CHALLENGE

Up to 22 players can take part in a Time Challenge game. Drivers compete to log the fastest lap time on any one of the 17 available circuits.

To set up a Time Challenge game:

1. Select TIME CHALLENGE from the Multiplayer menu. The Select Driver screen appears.
2. Select ADD DRIVER 1. The Driver Select screen appears. Allow Player 1 to select his/her driver and the Select Driver screen re-appears.
3. Select ADD DRIVER 2 and repeat the process until each player has selected a Driver.

   ➥ To remove the last Driver from the list, select DELETE DRIVER n (where n = the Driver number).
4. When each player has chosen a Driver, select CONTINUE. The Circuit Select screen appears.
5. Select the circuit you wish to race and the Time Challenge starts. Players take it in turn to race (single) laps. The fastest lap times are displayed at the end of each attempt.

SAVING AND LOADING

F1 CHAMPIONSHIP Season 2000 includes an AUTOSAVE feature that saves all of your Game Settings and your progress through Single Grand Prix, Full Championship and Custom Championship modes.

✧ If you start the game with a MEMORY CARD (PS2) that does not contain any previously saved games inserted in MEMORY CARD slot 1, the Autosave screen gives you the following options:

ENABLE AUTOSAVE — The game saves all of your settings and options changes and all of your progress through Single Grand Prix, Full Championship and Custom Championship modes. The MEMORY CARD (PS2) requires 156KB free space for Autosave.

DISABLE AUTOSAVE — None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

NOTE: Never insert or remove a MEMORY CARD (PlayStation 2) when loading or saving files.

CREDITS

ELECTRONIC ARTS REDWOOD SHORES

Product Manager:	Brian Movalson
Racing Marketing Manager:	David Lee
Director of Marketing:	Carolyn Feinstein
Documentation:	Jessica Poorée
Documentation Layout:	Corinne Mah
Package Design:	POPGUN Design
Package Project Management:	Cole Bronn
Package Illustration/Photography:	LAT, special thanks Peter Higham and Steve Tee
Lead Tester:	Daryl Humdy
Assistant Lead Tester:	Brad Frazier
Product Testers:	Aaron Keppel, Jon Silverman, Chris DeShazo, Syruss Flyte
Customer Quality Control:	Darryl Jenkins, Tony Alexander, Anthony Barbagallo, Ben Crick, Dave Kellum, Dave Knudson, Micah Pritchard, Benjamin Smith, Andrew Young

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD–Please return the product along with a copy of the original sales receipt, showing the date of purchase, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD–Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

NEED A HINT? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT–If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call EA's Hint & Information Hotline for hints, tips, or codes.**

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: techsupport.ea.com

FTP: ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Software and documentation © 2000 Electronic Arts Inc. All rights reserved.

EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries.

"PlayStation" and the "PS" family logos are registered trademarks and DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

EA SPORTS™ is an Electronic Arts™ brand.

"Formula One", "Formula 1", "F1" and "FIA Formula One World Championship" (together with their foreign translations and permutations) are trademarks of the Formula One group of companies. An official product of the FIA Formula One World Championship licensed by Formula One Administration Limited.

QSOUND and the Q logo are registered trademarks of Qsound Labs Inc.

All other trademarks are the property of their respective owners.

PROOF OF PURCHASE
F1 CHAMPIONSHIP
SEASON 2000

ALSO FROM EA SPORTS™

GET OUT OF THE STANDS AND INTO THE ACTION

EA SPORTS FIFA 2001 MAJOR LEAGUE SOCCER™

Dominate Games with Bicycle-Kick Magic

Players Come Alive with Vocal Emotion

Flagged Offsides? Blame the Linesman...

>MORE EXCITEMENT AND EMOTION

Stunningly detailed faces animate to bring life and emotion to every player.

>THE STADIUM COMES ALIVE

Deeper sideline detail–including linesmen, TV cameras, and irate coaches–bring the pitch to life.

>EASY-TO-EXECUTE SKILL MOVES

Powered-up kicks and wicked flicks give an edge to the skilled FIFA gamer.

>ON THE FIELD LIKE NEVER BEFORE

Deafening chants, piercing whistles, and bone-crunching challenges immerse you in pulsating on-pitch action.

>THE BIGGEST SPORT ON EARTH

Coming at you with 16 leagues, featuring every team and all the best players.

Feel the Pain of Miss-timed Tackles

easports.com

Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065. © 2000 Electronic Arts Inc. EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and other countries. All rights reserved. EA SPORTS™ is an Electronic Arts™ brand. Official FIFA Licensed Product. FIFA logo © 1977 FIFATM. Manufactured under license by Electronic Arts Inc. Player names and likenesses used under license from The International Federation of Professional Footballers (FIFPro). The following applicable only to NA distribution: © 2000 MLS. MLS, the MLS logo, Major League Soccer and MLS team identifications are proprietary rights of Major League Soccer LLC. All rights reserved. Dolby and the double-D symbol are trademarks of Dolby Laboratories. (in applicable formats only where logo shown) All sponsored products, company names, brand names and logos are the property of their respective owners. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING **1422005**

EA SPORTS

OFFICIAL MLS LICENSED PRODUCT

DOLBY DIGITAL

FIFA

EVERYONE E CONTENT RATED BY ESRB